

CLAIMS

1. A method of translating an object within a GUI display, the display comprising a first object and a second object, the method comprising the steps of :
- 5 of :
- a) positioning (104) the first object relative to the second object, such that a first pre-defined coordinate position associated with the first object is substantially co-located (106) with a second pre-defined coordinate position associated with the second object:
 - 10 b) determining (108) a path for translation;
 - c) translating (110) the first object and the second object according to the determined path, such that the first object remains substantially co-located with the second object during the translation;
 - d) repositioning (112) the first object relative to the second object; and
 - 15 e) ceasing (114) the translation.
2. A method as claimed in claim 1, wherein a plurality of pre-defined coordinate positions are associated with the second object, which coordinate positions comprise a boundary of the second object.
- 20 3. A method as claimed in claim 2, wherein the boundary encompasses a context sensitive area of the second object.
4. A method as claimed in claim 1, wherein the second object is one of a plurality of objects, which objects are associated such that they are translated as a single object.
- 25 5. A method as claimed in claim 1, wherein the first object comprises data, which data is at least partly used to determine the path for translation.

6. A method as claimed in claim 1, wherein the first object comprises an orientatable graphical symbol, the orientation of which is at least partly used to determine the path for translation.
- 5 7. A method as claimed in claim 1, wherein a pre-defined rule is at least partly used to determine the path for translation.
8. A method as claimed in claim 1, wherein the path for translation is determined to be a line comprising a reference coordinate of the second object
10 and the second pre-defined coordinate position associated with the second object.
9. A method as claimed in claim 1, wherein the path for translation includes a reference coordinate of the second object.
- 15 10. A method as claimed in any of claims 8 to 9, wherein the reference coordinate of the second object is the origin of the second object as defined in accordance with the Windows® GUI.
- 20 11. A record carrier comprising software operable to carry out the method of any of the claims 1 to 10.
12. A software utility configured for carrying out the method steps as claimed in any of the claims 1 to 10.
- 25 13. A computer apparatus including a data processor, said data processor being directed in its operations by a software utility as claimed in claim 12.
14. An apparatus arranged to generate a GUI display and supporting user-
30 directed movement of objects in the GUI display, the apparatus comprising:
a) a user-operated pointing device operable to output position data;

- b) an input port operable to receive position data from the user-operated pointing device;
- c) a display; and
- d) a data processing unit comprising a CPU and storage for program and data; the input port, display and data processing unit being interconnected by a data bus; the data processing unit being operable:
- I. to render a GUI on the display;
 - II. to render a cursor icon within the GUI display; which cursor icon comprises a navigation object and a pointing object;
 - III. to read and decode the position data;
 - IV. to position the pointing object of the cursor icon in dependence on the position data; and
 - V. to translate the cursor icon along a path within the GUI display in dependence on the positioning of the pointing object relative to the navigation object.

15. An apparatus as claimed in claim 14, in which the cursor icon further comprises:

- a location object, operable to indicate the present coordinate position of the cursor icon in relation to the GUI display.

16. An apparatus as claimed in claim 15, in which the cursor icon further comprises :

- at least one selection object, which object is operable to emulate a pre-defined function recognisable by a context sensitive area of a GUI application;

wherein, when the cursor icon is positioned over the context sensitive area as indicated by the location object, the pointing object is operable to be positioned over the selection object to invoke the pre-defined function.

17. A method of translating an object within a GUI display substantially as hereinbefore described and with reference to the accompanying drawings.
18. An apparatus arranged to generate a GUI display and supporting user-directed movement of objects in the GUI display substantially as hereinbefore
5 described and with reference to the accompanying drawings.